Williams

Williams Entertainment Inc.

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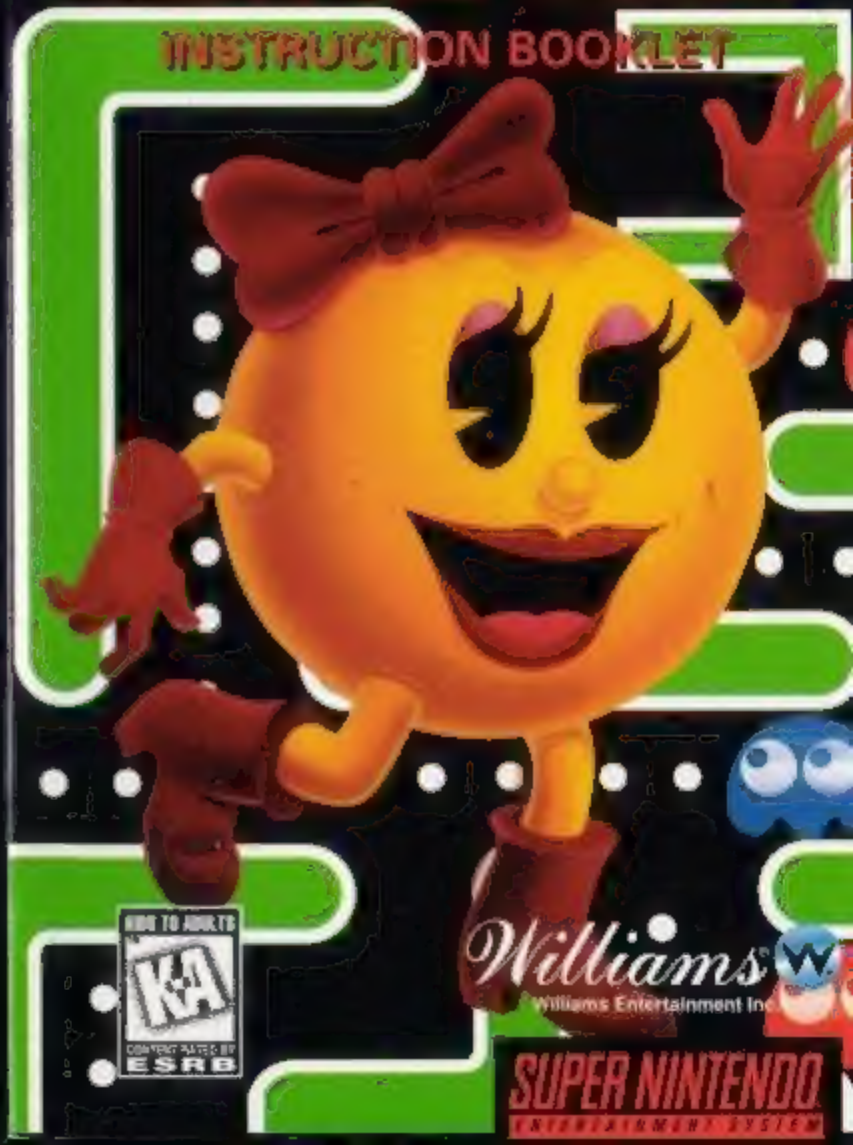
Ms. PAC-MAN™

INSTRUCTION BOOKLET



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GETTING STARTED

1. Turn the power OFF on your Super NES.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a controller is plugged into the #1 port on the Super NES system.
3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn the power switch ON.
5. When you see the Ms. Pac Man™ Title Screen, press START to begin the game.

GETTING STARTED

CONGRATULATIONS on your purchase of Ms. Pac-Man™! This sensational arcade hit is ready for play on your Super NES!

Ms. Pac-Man gets to run around in 36 unique, mind-boggling mazes, sone small enough to fit on one screen; some so big you'll have to scroll around; some that are mighty strange; and some that are straight out of the arcades!

Whether you're a beginner or expert, Ms Pac-Man™ will have you running ragged. There's even a Pac Booster Button to really let her shake-off those pesky ghosts.

Play Ms. Pac-Man™ by yourself or take turns with a friend. Better yet, two can play at the same time: one as the divine Ms. Pac-Man™; the other, as the original Pac-Man™!

GAME PLAY

Ms. Pac-Man™ is for one or two players.

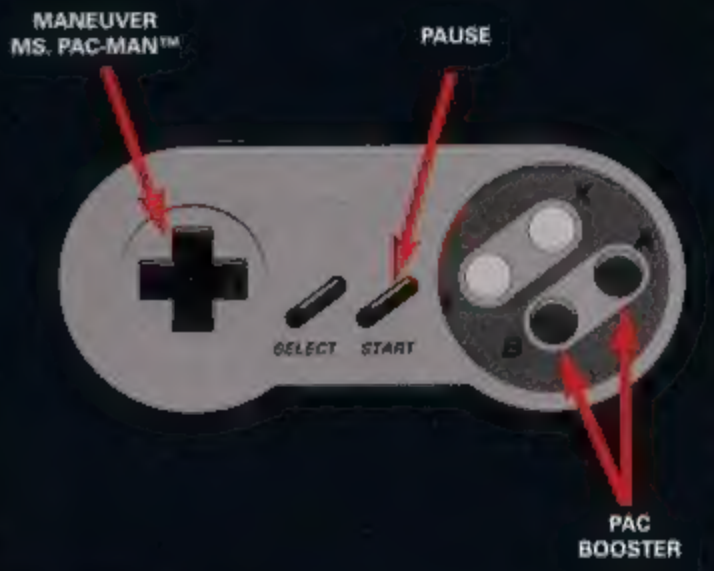
Use the Control Pad to maneuver Ms. Pac-Man™ around the maze.

A and B are used to control the Pac Booster, if it is turned on.

START pauses the game. When paused, the word "PAUSE" will appear in the ghost box. You can then perform the following special function:

Press Up on the Control Pad to view the dots and ghosts at the top of the playfield. Press Down on the Control Pad to view the bottom of the playfield.

GAME PLAY



GAME OPTIONS

To get to the Option Screen, press START. Select game options using the Control Pad. To change option settings, use A or B. Here are all the options:

GAME TYPE

1 PLAYER:
You are on your own as Ms. Pac-Man™.

2 PLAYER ALTERNATING:
You and a friend take turns as Ms. Pac-Man™.

2 PLAYER COMPETITIVE:
You and a friend can play at the same time. Player 1 is Ms. Pac-Man™, Player 2 is Pac-Man™. When one player dies, both go back to the starting point. If one player eats an energizer, the other becomes weak and cannot eat dots or ghosts. To get back to normal right away, the weakened player can wait until the opponent's energizer wears off or eat another energizer.

GAME OPTIONS

2 PLAYER COOPERATIVE:
Same as competitive, except you cannot become weak and a total score is displayed.

NOTE: When Pac-Man™ and Ms. Pan-Man™ bounce into one another, they get sent off in the opposite direction at high speed until they hit a wall!

GAME DIFFICULTY

NORMAL, EASY, HARD and CRAZY: Controls the speed of the players and the speed of the ghosts.

GAME OPTIONS

PAC BOOSTER

Gives you extra speed to outrun those pesky ghosts! Speed streaks are displayed behind Ms. Pac-Man™ and Pac-Man™ when the Pac Booster is turned on.

OFF: No Pac Booster.

USE A or B: With this option you can press the A Button to turn on the Pac Booster and then press the A Button again, to turn it off. Or, hold down the B Button as you need it!

ALWAYS ON: The Pac Booster is always on.

GAME OPTIONS

MAZE SELECTION

ARCADE: Four mazes from the original arcade game.

MINI: Smaller mazes to cut down on vertical scrolling.

BIG: Extra big mazes.

STRANGE: Many different mazes; some are really strange!

There are 36 entirely different mazes in the game. Can you find them all?

STARTING LEVEL

Allows you to begin on any level from one through seven. On the higher levels, the ghosts move faster and you will see new mazes!

SCORING

EXTRA LIVES

You get an extra life at 10,000 points. Additional extra lives are available at 50,000, 100,000 and 300,000 points, but only if you select the mini, big or strange mazes.

FRUITS

Eat the bouncing fruits for bonus points. If you select the strange mazes, strange fruits will appear starting at level 8. Some of these aren't fruits at all, but they are worth big bonus points just the same!

HIGH SCORES

NAME	SCORE	NAME	SCORE

CREDITS

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